Animation frame overriding

Assets



Code

```
orxObject_CreateFromConfig("JellyObject");
```

Config

```
[JellyObject]
Graphic      = JellyGraphic
AnimationSet = JellyAnimationSet
Position     = (200, 100, 0)

[JellyGraphic]
Texture        = jelly.png
TextureOrigin  = (0, 0, 0)
TextureSize    = (32, 32, 0)
Pivot      = center

[JellyAnimationSet]
Texture            = jelly.png
FrameSize      = (32, 32, 0)
KeyDuration        = 0.1
StartAnim      = JellyWobbleAnim
Pivot          = center
; The two following lines are not necessary anymore as they're now identical
to the default behavior (as many frames as can fit in the texture +
automatically looping onto self)
JellyWobbleAnim        = -1
JellyWobbleAnim->    = JellyWobbleAnim

[JellyWobbleAnim3]
TextureOrigin = (0, 0, 0)

[JellyWobbleAnim4]
TextureOrigin = (64, 0, 0)
```

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/animation/animation_frame_overriding?rev=1533748256

Last update: **2025/09/30 17:26 (14 months ago)**